

# CROWD SIM

## Guidelines

**Publisher**

**Lets Ignite**

**Support**

**letsiiignite@gmail.com**

**Documentation Version**

**1.0**

**We appreciate your support. Your satisfaction is our priority. For any queries mail us and we will provide the needed solution ASAP.**

## What is Crowd Sim?

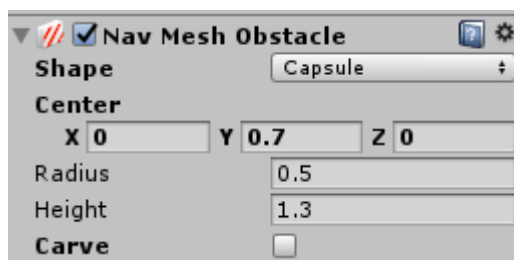
A real world simulation of people walking around avoiding obstacle and other people in a given area or location.

These people are smart enough to detect any panic event like a bomb blast or a gun fire and create a mess. People will run away from the blast to any exit point they can find( they will chose the closest and safest one).

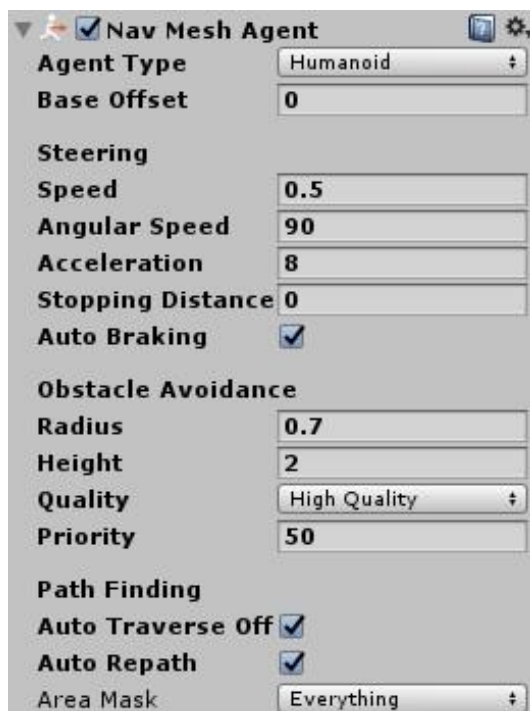
## SETUP:

### Crowd

Every person in the crowd must have **Nav Mesh Obstacle** and **Nav Mesh Agent** component attached.

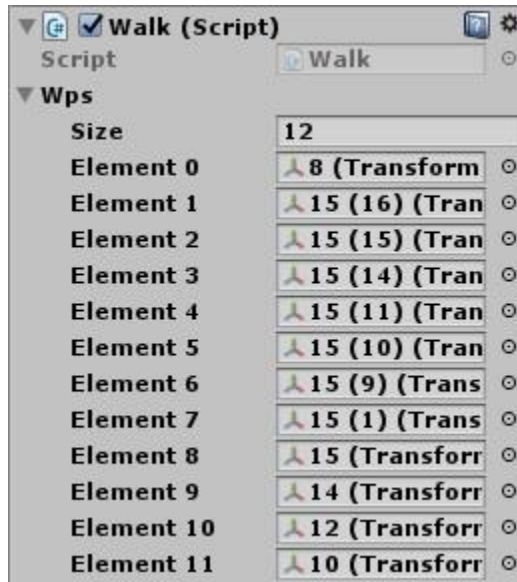


Under Nav Mesh Obstacle must be placed in such a way that it should cover the entire mesh and must be a little over the floor/Ground collider.



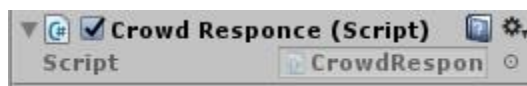
Under Nav Mesh Agent the speed of 0.5 looks good on most humanoid models, If it doesn't seem right, make it 1.

Angular speed should be 120 to be realistic. 90 will also seem fine. It's up to you to experiment and find the right value.



In walk script Wps stands for Way Points. Assign all the way points the person must walk through. After reaching last points the person walks to the first way point.

Every person must be strategically placed to make the crowd walking real.



Crowd Response script takes care of crowd response to panic trigger.

## Trigger Panic

To trigger the panic press and hold '**D**' and **left click**. The crowd gets into panic mode and starts to run to safest and closest exit point.

## Obstacle

To drop an obstacle **right click** anywhere on the screen. An obstacle will be dropped at that location which will be avoided by the crowd.